Abstract

The systems and methods described herein relate in part to intuitive methods for creation and design of lighting sequences, e.g., for theatrical, entertainment, or advertising purposes, using a software interface. Additionally, the lighting sequences can be coordinated with control of additional devices. Also described herein is a controller capable of executing programs for lighting sequences and modifying the output and/or execution of the program based on external signals. In this way, the final output can be made responsive to external stimuli, or even interactive.